A WOMAN OF GREAT CHARACTER

Solo Adventures in New Zealand

Whether you are exploring the game or testing your skills, travelling the trails of New Zealand alone represents a major challenge. During your journey, you will meet Sarah, an aspiring runholder. Her exceptional endurance precedes her everywhere you travel. Will you be able to keep up with her?

This solo mode is inspired by Garth, a variant created by Steve Schlepphorst with the help of Wil Gerken and David Lavoie.

SETUP

For the solo mode, you will need Sarah's board, Sarah's cards, the Specialization tile and Sarah's sheep market tile.

Sarah's board

17 Sarah's cards

Sarah's sheep market tile

Specialization tile

Choose a difficulty: easy, medium or hard.

- Easy: Return Sarah's cards #1, #6, #8, #14, #15, #16 and #17 to the box.
- Medium: Return Sarah's cards #14, #15, #16 and #17 to the box.
- Hard: Return Sarah's cards #10, #11, #12 and #13 to the box.

Difficulty	Setup	1st delivery
Easy	Remove cards #1, #6, #8, and #14 to #17	3
Medium	Remove cards #14 to #17	6
Hard	Remove cards #10 to #13	9

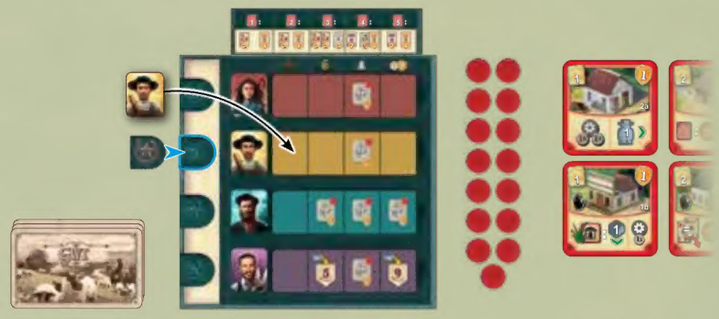
Tip: It's possible to further adjust the difficulty by changing the local trading post of Sarah's 1st delivery to a trading post closer to 1 (reducing the difficulty) or to 21 (increasing the difficulty).

Setup the game board and the components for 2 players as usual with the following differences:

- **5:** After shuffling the tiles, randomly draw one [A] tile, make sure it is a worker tile and and set it aside. (In case you drew a hazard tile, return it to the bag and keep drawing until you have drawn a worker tile.)
- **13:** Place only 1 step tile onto the orange 2-player space on the pathfinder track.
- **15, 16, 17:** Choose a player colour for Sarah, take all the material in that colour, but instead of the player board, take **Sarah's board**.

  Place **15 discs** and all **10 private building tiles** of the chosen colour next to Sarah's board to form her supply. Put her 16th disc onto space 0 of the pathfinder track. Sarah "copies" your building tiles display (i.e., she uses the same building sides as you do).

  Place her runholder on the horseman space at the start of the trail and her ship onto a starting water-space on the sea routes board. Return her 10 storehouses to the box. Sarah also does not use her certificate nor gold marker. Return both to the box as well.



- **18:** Furthermore Sarah does not use the **player sheep cards**. Return them to the box. Instead, shuffle **Sarah's cards** (which you have adjusted to the chosen difficulty) and place them as a face-down deck next to Sarah's board.
- **19:** You take the first turn, so you start with 7 pounds, 1 exchange token and you draw 4 cards from your personal draw stack. Sarah does not receive any money nor exchange token and does not draw any cards now, since she does not have a flockdeck.

Take the randomly drawn [A] tile that you set aside earlier and place it on Sarah's board, in the leftmost space of the corresponding row. Insert the **specialization tile** on the left side of Sarah's board, next to the most numerous type of worker present there to mark her specialization. Lastly place **Sarah's sheep market tile** above her board.

Note: Sarah does not receive a steering wheel bonus card for this "drawn worker".

GAMEPLAY

Your turns progress mostly as in a normal game, with a few differences:

- If your runholder moves to or passes any green or black hands on **Sarah's private buildings**, pay the fee to the **bank** instead.

- After each delivery, always slide the remaining foresight tiles to the **right foresight spaces** (if necessary) before refilling the **two left foresight spaces**.

- The general objective display is in a specific order. When taking an objective card, always slide the others **away** from the stack before refilling the empty spot next to the objective card stack.

Sarah is **considered a player** for all purposes. On Sarah's turn, draw the top card of her deck. The drawn card will instruct you to **first** move Sarah's runholder forward a certain number of locations and **second** to carry out an action (in that order). The location where Sarah's runholder ends its movement does **not** affect her action. At the end of Sarah's turn, place the drawn card face up on top of her discard pile (which you form next to her deck).

If Sarah's deck is empty at the beginning of her turn, shuffle her discard pile to form a new deck for her.

During the game, Sarah does not receive any money, gold nor exchange tiles and does not have a flock deck. Whenever Sarah takes any sheep cards, deck-building cards, bonus cards or objective cards, put them face down in a stack next to her board.

Important: When Sarah's runholder reaches Wellington, first **complete** the action on Sarah's card as usual. This means that Sarah may perform an action **and** deliver to a local trading post on the same turn.

Wellington: Sarah skips subphase ①. During subphase ②, Sarah will deliver first to the local trading post of the difficulty you had chosen (i.e., to 3 on easy, to 6 on medium and to 9 on hard difficulty) and subsequent deliveries will **proceed to the next higher-value local trading post** (repeatedly to 21, if necessary). Sarah takes the discs from the supply next to her board.

If Sarah's delivery rewards an objective card, she receives the card from the display that is the **farthest** from the objective stack. Then, slide the others away from the stack and refill the empty spot.

If her delivery rewards a deck-building card, just put one of the respective cards face-down onto the stack next to her board.

During the subphases ③ and ④, Sarah always chooses the tiles from the **right foresight spaces**. Slide the other tiles to the right before refilling the foresight spaces on the left.

Specialization: Sarah starts the game with one additional worker. The type of worker that she has the most of determines her specialization. This is marked on Sarah's board with the specialization tile. Throughout the game, Sarah will **prioritize hiring workers of this type** and will take **more actions** that correspond to this strategy. Some of Sarah's cards have different actions depending on her specialization.

In case of a tied number of workers, the current specialization stays the same. If Sarah ever hires a worker such that she then has more workers of a different type than her current specialization, her specialization will change to the most numerous type. Move the specialization tile to that worker type to indicate the change. From now on, Sarah will take the specialized actions of the new type when those cards are drawn.

Scoring: Sarah's score is calculated mostly normally. However, she does **not** score any points for the categories: **1** (pounds left), **9** (harbourmaster tiles) and **10** (hand limit disc space).
She scores positive points for all of her objective cards as though they were all **completed**.

Sarah's decisions

Sometimes there might be multiple options when performing Sarah's movement or Sarah's actions. For this reason, the criteria that Sarah uses to make decisions will be generally listed in numbered form. If there are multiple options for a criterion, a decision is made based on the next criterion in each case. If multiple options remain, you will decide.

If she cannot perform one of her actions, she forfeits that action. However, if she can perform at least part of the action depicted on her cards, she does so unless otherwise specified.

SARAH'S MOVEMENT

Movement (all cards): Sarah's runholder moves forward following the normal rules for moving runholders. However, her runholder moves a number of steps according to Sarah's card. Only reaching Wellington can end her movement prematurely.

If there are multiple options, she will decide according to the following criteria:

1. Shortest path (number of steps to reach Wellington)
2. Path with the lowest fee
3. Path with the lowest fee to you

When Sarah's runholder moves to or passes your tax buildings (buildings that show a black or green hand), you take the payment from the bank.

Sarah's cards #10 to #17 introduce a variable movement. However, Sarah's runholder will always move at least 1 step (up to a maximum of 5 steps).

Sarah's runholder moves 1 step forward for each worker of the corresponding type she has on her board.

Sarah's runholder moves 1 step forward for each worker of her specialization.

SARAH'S ACTIONS

Hire one worker (cards #1 and #2):
Sarah hires a worker from the job market as usual but without paying the hiring cost. She has two actions for hiring a worker that simply have reversed priorities.

1. Cheapest worker*
2. Worker of her current specialization

** If there are several cheapest workers, you chose one of those. (Do not take into account joker workers in the bonus tiles market.)*

1. Worker of her current specialization
2. Cheapest worker*

** If there are several cheapest workers, you chose one of those. (Do not take into account joker workers in the bonus tiles market.)*

After selecting a worker, Sarah places the worker into the leftmost free space in the corresponding worker row of her board.
Remember that Sarah already starts the game with one worker of each of the 4 types (shepherd, craftsman, sailor and sheep shearer) which means that the first space of each row is already occupied. On top, the worker drawn at random during setup occupies the second space in the corresponding row.

Note: Each time she places a worker **on her board**, she takes a bonus card of the depicted icon of the respective **column** in which the worker was placed (there is a reminder on cards #1 and #2) and puts it face-down onto the stack next to her board. In case there are no more bonus cards of the depicted icon available, she does not take a bonus card this time.

If the space on which Sarah places the hired worker also depicts an immediate action, she performs that action immediately. Her immediate actions are:

Place her ship and one of her discs to the medium harbour with the **lowest** point value that has **no disc yet** on it and return the harbourmaster tile from that harbourmaster space to the box.
If already **all** medium harbours have one disc on them, she places a disc onto the medium harbour with the **lowest** point value that has only your disc on it. She receives the card depicted on that medium harbour.

Place one of Sarah's disc onto the depicted wool trading post.
If applicable she also receives a "Romney" sheep card as usual.

Buy sheep (cards #3, #10 and #14):

Sarah buys sheep cards from the sheep market and chooses an option according to the number of shepherds she has (*as depicted on her sheep market tile, see below*).

If there are no sheep cards in sufficient numbers (corresponding to the number of shepherds she has), she will draw 2 new sheep cards from the sheep market stack and add them to the sheep market. Then, she will choose the option according to the number of her shepherds **minus 1** (if this step is repeated multiple times, decrease the number by 1 each time).

If Sarah has a choice of options on her sheep market tile, she always chooses the one(s) with the highest total amount of victory points. If multiple sheep cards of the same victory points value are available, she takes the sheep that are displayed the fewest in the sheep market *(see example on page 4)* and places them face down next to her board.

On card #14, if Sarah is specialized in shepherds, she adds two sheep cards to the sheep market "for free" (i.e., without using a shepherd) before buying sheep according to the number of shepherds she has on her board.

Card #10: If Sarah is not specialized in shepherds, she takes a "Lincoln" or "Corriedale" sheep card. If both are present, she takes the one from which there are the fewest cards in the sheep market. If there is no such card, she will not take a sheep card.

Card #14: As described for Card #10, but in addition she takes one "Dorset Horn". If one of the two sheep (Sarah wants to take) is not present in the sheep market, she only takes one of them.

Place one of Sarah's buildings (cards #4, #11 and #15):

Sarah builds and upgrades buildings according to the number of craftsmen she has. When performing this action, Sarah first chooses whether she builds a building or replaces a building and how many craftsmen she uses. If she can meet a criterion but multiple options remain, she will decide according to the subcriteria for "build" and "replace" (*see on the right*). Only if she cannot meet a criterion, she will check the next criteria.

1. Sarah **builds** a new building using all of her craftsmen.
2. Sarah **builds** a new building using all of her craftsmen **minus 1**.
3. Sarah **replaces** a building using **as many** craftsmen **as possible.**
4. Sarah **builds** a building using **as many** craftsmen **as possible.**

When placing a new building for Sarah, it should be placed in the next empty **non-risk action building space** in front of **your** runholder (which may be at the start of the trail if there is no empty non-risk action building space between your runholder and Wellington).

Sarah also takes into account the pathfinder requirement regarding the three building spaces with 2 or 7 advancements needed and only builds there when she is at least on space 2 or 7 of the pathfinder track at the same time.

Subcriteria for build

1. Buildings with a hand.

Subcriteria for replace

1. Highest amount of victory points on the new building tile.
2. Maximize the number of building tiles with a hand.

Card #11: If Sarah is not specialized in craftsmen, she places a new building that requires **1 craftsman** only.
If Sarah has already placed those buildings, she upgrades one of her buildings using 1 craftsman only instead, following the subcriteria for replace.

Card #15: As described for Card #11, but with **2 craftsmen**.

SARAH'S ACTIONS

Invest in a bonus tile (cards #5 and #8):

Sarah chooses a bonus tile from the bonus tiles market and removes it from the game by returning it to the box according to the following criteria:

1. Cheapest bonus tile*
2. Leftmost suitable bonus tile in the highest suitable row

** Do not take into account any additional costs (nor requirements or rewards) depicted **on** the bonus tile when choosing it.*

For example: If Sarah buys the bonus tile shown on the right because it is the cheapest, she does not pay (or take into account when looking for the cheapest bonus tile) the additional 3 pounds.

Advance on the pathfinder track (cards #5, #6, #7, #12 and #16):

Sarah advances her disc on the pathfinder track by the number of steps shown on her card. She does not receive any rewards for advancing her disc there. However, at the end of the game she scores the pathfinder track as usual.

Gain one objective card (card #7):

Sarah receives the objective card from the display that is the **farthest** from the objective stack. Then, slide the others away from the stack and refill the empty spot. The card is placed face down next to Sarah's board and will be scored at the end of the game as though it was **completed**.

Remove a hazard (cards #8 and #9):

Sarah chooses the hazard section (out of the two hazard sections on the game board) with the **highest single victory point tile**. In case of a tie, she chooses the section with the most tiles. Then, she receives the hazard tile worth the most victory points and the associated deck-building card.*
In case of a tie (regarding highest victory points), she chooses a tile with a black hand. Place the tile next to Sarah's board. The tile will be scored normally at the end of the game.

*Likewise, placing Sarah's ship for her "immediate harbourmaster action", taking the sheepdog or ferry cards serve no specific purpose.

Sailor's action (cards #12 and #16):

According to the number of sailors in Sarah's sailor row, she receives the depicted bonus card from the display. The card is placed face down next to Sarah's board and will be scored at the end of the game as usual. (In case it is a bonus objective card, it will be scored as though it was **completed**.) If there are no more bonus cards of the depicted icon available, she does not take a bonus card this time.

Sheep shearer's action (cards #13 and #17):

According to the number of sheep shearers in Sarah's sheep shearer row, she receives a "Romney" sheep and (with more sheep shearers and depending on difficulty) either a "Lincoln" or a "Ryeland" sheep from the display. As always, received cards are placed face down next to Sarah's board and will be scored normally at the end of the game.

(Hint: Cards #13 and #17 show an additional move action in case Sarah is not specialized in sheep shearers. These 1 or 2 steps are performed only after her regular movement has been completed.)

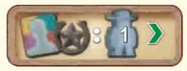
EXAMPLE

1 ***Sarah** has 4 shepherds, 2 craftsmen, 3 sailors and 1 sheep shearer. So, her specialization is set on shepherds.*

At this point, due to her hired workers, she already received two bonus cards from the steering wheel, two from the barrel, and one of those located under the bell (cards #12 and #16 not considered).

2 *On **Sarah**'s turn, you draw card #14 from her face-down deck. First you resolve her movement and afterwards the relevant action depicted on her card (no matter where her runholder has landed).*

3



***Sarah**'s runholder moves 4 steps forward (since Sarah has 4 shepherds) and chooses the shortest path with the lowest fee. You take 2 pounds from the bank because she passed one of your tax buildings.*

4 ***Sarah** performs the left action of card #14 that is related to her specialization: First she draws 2 cards from the market sheep stack and adds them face up to the sheep market.*

*There are no "Suffolk" (purple sheep) or "Dorset Horn" (orange sheep) in the sheep market. Therefore **Sarah** can not choose the option according to the four shepherds she has. So, she draws another 2 cards and adds them face up to the sheep market as well.*

*Although all types of sheep are now displayed in the sheep market, **Sarah** must choose the option for three shepherds since she used one to draw 2 more cards.*

Finally she buys as much victory points as possible. In this case, she chooses the 2 yellow "Corriedale" sheep cards (since there are fewer of them in the sheep market than "Lincoln" sheep cards).